```
Unit
 killed
 zapped
+ ucref
+ sound
+ name
+ filename
+ old_state
 damages
 SubUnits
+ mounts
and 53 more...
# csvRow
# networked
# serial
# net_accel
# attack
         preference
# unit_role
# nebula
# shieldtight
# fuel
# afterburnenergy
and 13 more...
 Unit()
+ Kill()
+ Killed()
+ Ref()
+ UnRef()
+ Unit()
+ Unit()
+ Unit()
+ Unit()
+ Init()
and 304 more..
+ ProcessDeleteQueue()
+ beginElement()
+ endElement()
 - makeMasterPartList()
# Unit()
# operator=()
# ExplosionRadius()
# ActivateGuns()
# MaxShieldVal()
# RegenShields()
# DealDamageToShield()
# ShieldUp()
# SortCargo()
# massSerializer()
# cargoSerializer()
# mountSerializer()
# shieldSerializer()
# subunitSerializer()
           Δ
   GameUnit< Unit >
+ sparkle_accum
+ phalos
+ GameUnit()
+ GameUnit(̈)
+ GameUnit()
  ~GameUnit()
+ nummesh()
GetImageInformation()
  RequestClearance()
+ UpgradeInterface()
  Cloak()
 Split()
and 23 more...
           Δ
```

AtmosphereHalo

+ AtmosphereHalo()

+ planetRadius

+ Draw()